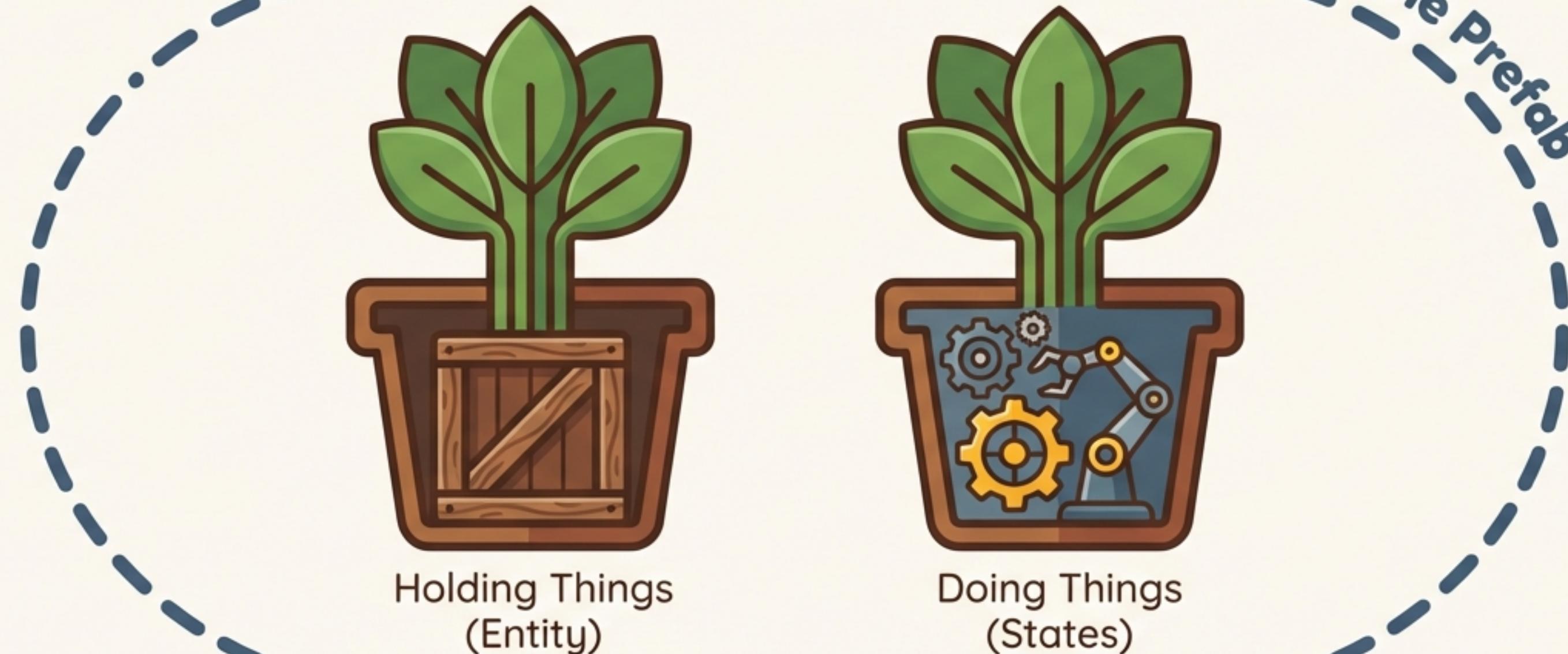


The Digital Harvest: Anatomy of a Plant

Mastering the link between Data (Entity) and Behavior (State).

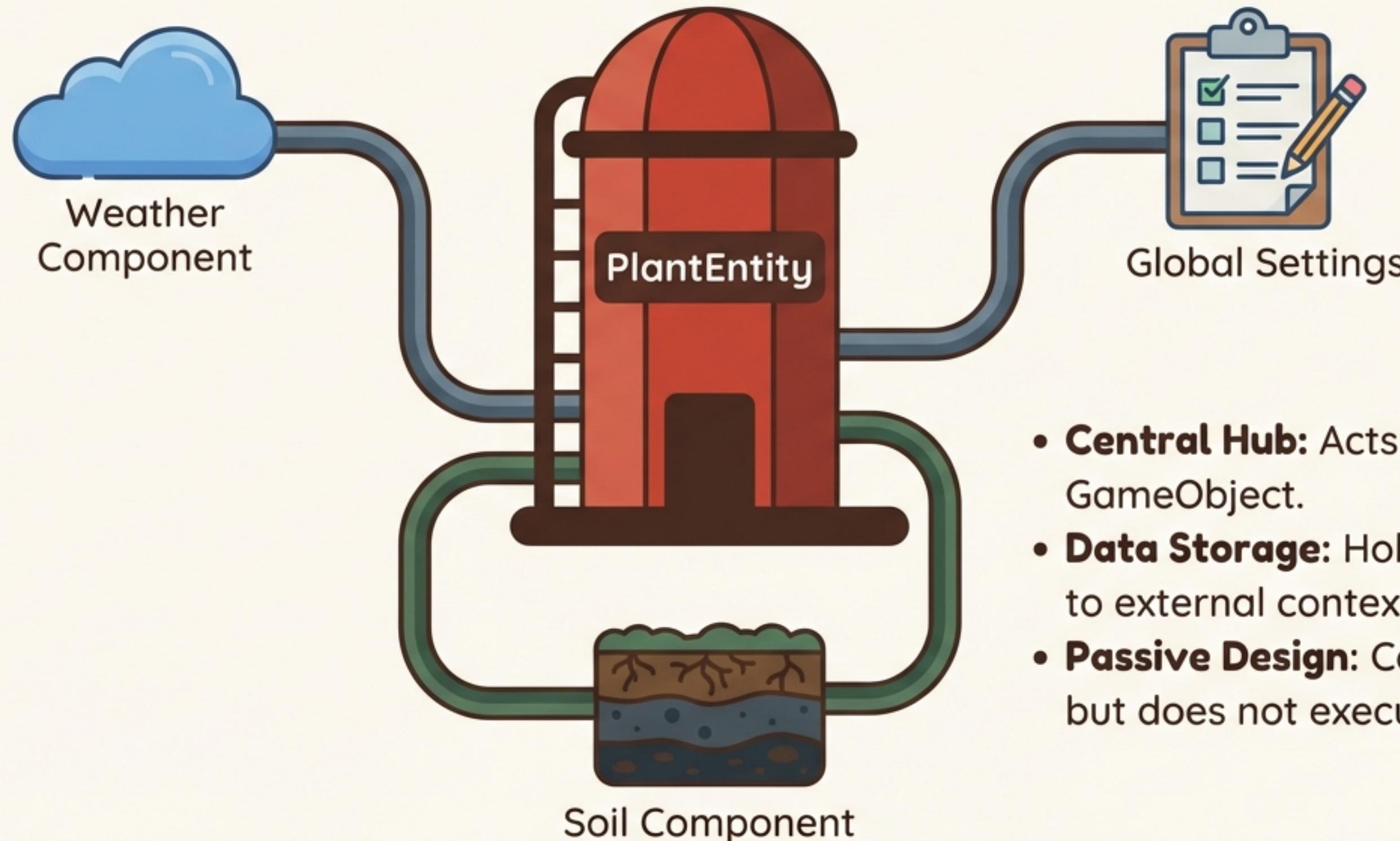


Two Layers, One Life



The Unity Prefab acts as a wrapper for two distinct responsibilities: the structural container and the behavior logic.

The PlantEntity: The Passive Silo



The PlantState: The Active Worker



Living inside the Entity hierarchy,
States are the active agents.

- Manage Growth & Health
- Own VariableStates
- Execute Logic

The One Entity Rule



Germination State

Vegetative State

Reproduction State

States are transient. The Entity is persistent.

The Fuel: Conditions

Evaluating the 'Now'

Conditions read the VariableStates. They ask questions of the context provided by the Entity but never modify the data.



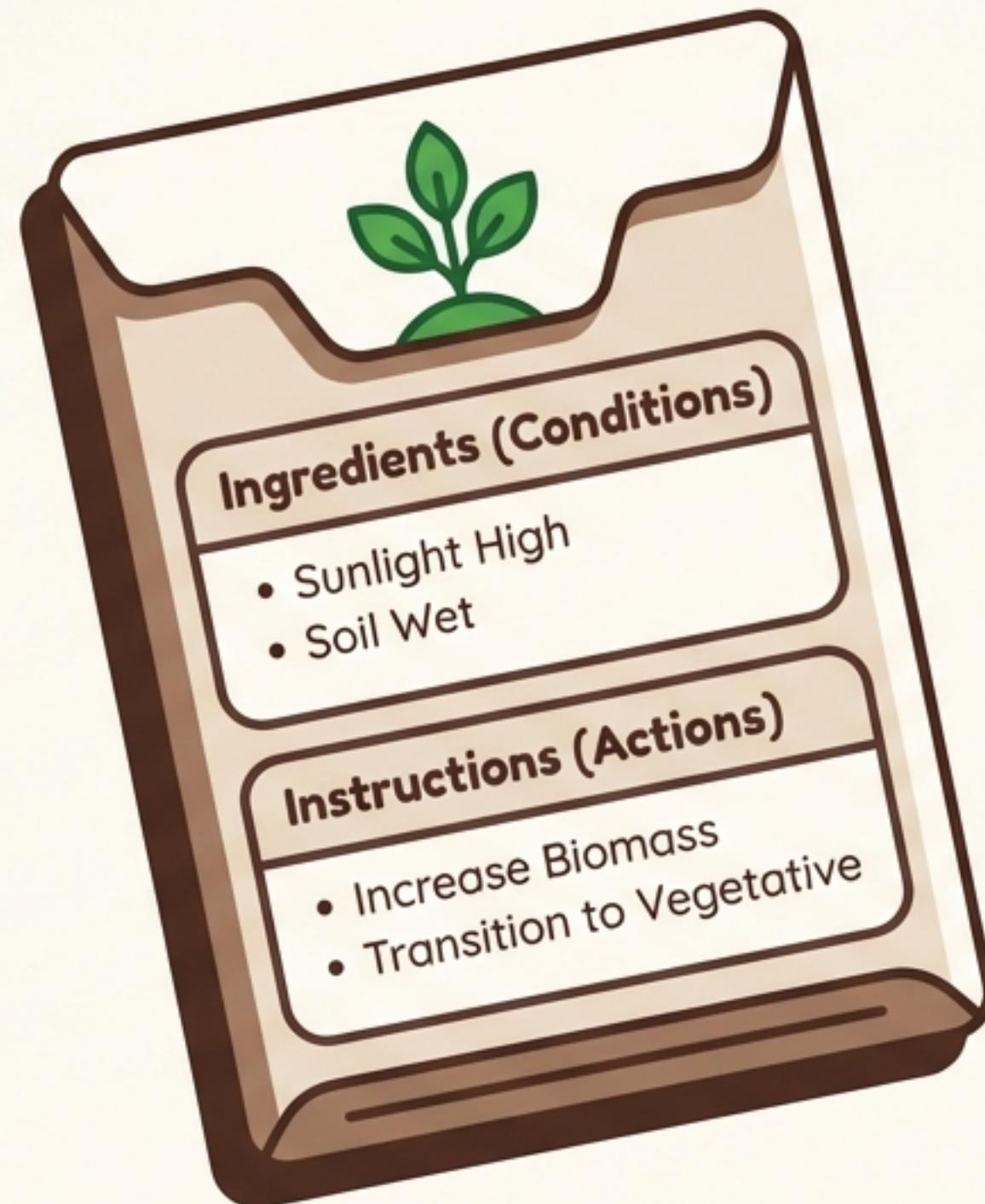
The Output: Actions

Changing the 'Now'



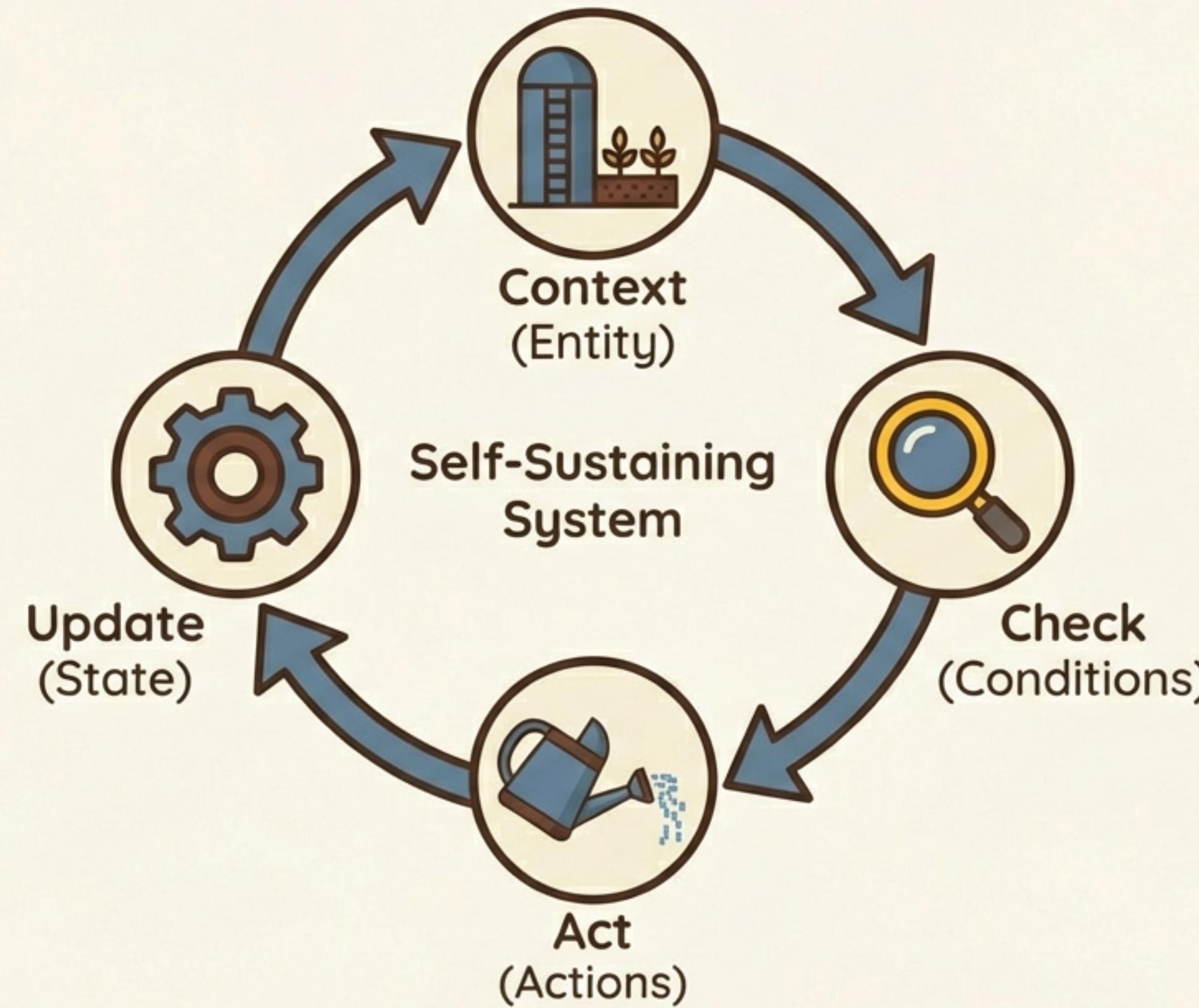
Actions are the only way the plant changes. They modify VariableStates directly.

The Recipe: ActionConditionSets



**We don't write scripts.
We stack blocks.**

The Logic Loop



Complex Ecosystems, Simple Blocks

Modular. Data-Driven. Cute.

